

Joe Montana **FOOTBALL**™



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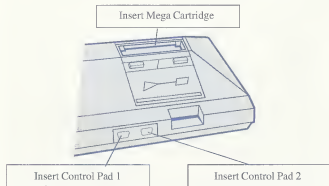
SEGA

Starting Up

1. Set up your Sega Master System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the Joe Montana Football Mega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Joe Montana Football Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the Power Base is turned OFF before inserting or removing the Mega cartridge.

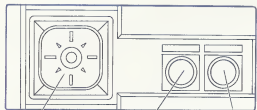
Note: Joe Montana Football is for one or two players.



Joe Montana, MVP

Suit up! You're about to hit the field with Joe Montana, the greatest quarterback to ever call a play. Joe is the highest-rated passer in NFL history, snapping up three Superbowl MVPs. He is controlled, agile, brilliant, and on your team!

Take Control!



D (Directional)
Button

Button 1

Button 2

D (Directional) Button

- At the Title screen, press up on Control Pad 1 to switch game modes (one-player or two-player). Do the same to choose a Beginner, Normal, or Professional skill level.
- At the Team Select screen, press to highlight a team.
- At the coin toss, press up to call heads or tails (use Control Pad 1). The winner then presses up to choose whether to kick off or receive.
- **On offense:** While kicking, press to control the angle and distance of the ball. Up or down controls the angle. Toward or away from the goal post controls the distance.

After the snap, press in the correct direction to fade back your quarterback.

- **On offense and defense:** Press to move your man.

On the Play Select screen, press left or right to move the highlighter. If you highlight Playbook, press up or down to cycle through the plays.

Button 1

- At the Title screen, press to set the game mode and skill level and go on to the next screen (use Control Pad 1).
- At the Team Select screen, press to choose the highlighted team.
- At the coin toss, press to flip the quarter (use Control Pad 1).
- At the beginning of a game, press to kick off.
- At the Stat screen, press to continue play.
- Press to snap the ball at the beginning of a play.
- **On offense:** Press to pass during a play.

After an interception, kick, or punt, press to take control of your man nearest the ball carrier. Your team is now on defense.

- **On defense:** After a pass, press to take control of your man nearest the receiver.
- **On offense and defense:** At the Play Select screen, press to select a play.

Button 2

- **On offense:** Press while your quarterback is fading back to designate a receiver. Press repeatedly to cycle to different receivers.

After throwing a pass, press to take control of your receiver before he makes the catch.

- **On defense:** Before the snap, press to switch control of your man. Press repeatedly to cycle through the players.
- **On offense and defense:** Press to fake a play selection at the Play Select screen.

Reset Button (on Power Base)

- Press to restart the game from the Title screen.

Pause Button (on Power Base)

- Press to pause during play. Press again to resume play.

Getting Started

Press Button 1 at the Title screen to see "1 Player Game." Press the D-Button up to switch modes.



1 Player Game: Play against the computer.

2 Player Game: Two friends play against each other.

In one-player games, press Button 1 again to see the skill level. Press the D-Button up to switch between Beginner, Normal, and Professional.



Press Button 1 to leave the Title screen and go on to the Team Select screen. Use the D-Button to highlight a team, then press Button 1. In one-player games, choose your own team first, then the computer's. In two-player games, players can choose teams at the same time.

Kickoff!

Feeling lucky? Use your D-Button (Player 1 only) to call heads or tails for the coin toss. Press Button 1 to flip the quarter. The winner of the toss can press up on the D-Button to choose whether to kick off or receive.

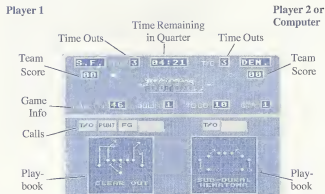


The teams automatically take their positions, with the kicking team at the 35-yard line. Each team has nine players, including a quarterback, running back, linemen, and skill positions. Player 1 is always in red. On the field, the players under control are marked with flashing arrows. (In one-player games, the computer's controlled man is marked with a white football.)

Press Button 1 to begin the kickoff. (Or wait for the kickoff to occur automatically.) On offense, as soon as your man catches the ball, begin running him back toward the opponent's end zone. Go for yardage. Once he's downed, the play ends. The two teams form huddles at the line of scrimmage.

Press Button 1 to see the Play Select screen (or wait for it to appear automatically).

Making Game Decisions



Time Outs: Each team has six time outs (three per half).

Time Remaining in Quarter: Each quarter is five minutes long. This number shows how much time remains. (Remaining time also appears at the top of the field between plays.)

Ball On: Current line of scrimmage.

Down: Current down.

To Go: Yardage the offense must gain for a first down.

QTR: Current game quarter.

Calls: On offense, you can call a time out (T/O), field goal (FG), or punt, or decide to use your Playbook. On defense, you can call a time out or use your Playbook. Press the D-Button left or right to highlight your choice.

Using Your Playbook

When you choose Playbook, you can look through your available plays and select one to run.

- Press the D-Button up or down to cycle through the plays. On offense, the first play showing will be Joe Montana's recommendation (Joe's Play) for a smart call.
- Press Button 1 to select the play currently showing. (In two-player games, press Button 2 to fake a play selection.)

In one-player games, you'll return to the field as soon as you select a play. In two-player games, both players must press Button 1 on a play. If you press Button 1 but the other player is still deciding, you can continue cycling through your plays. You can even change your selection by pressing Button 1 again. The last play you select is the one you'll run. When the second person presses Button 1, you'll return to the field.

In Normal and Professional modes, if you don't select a play after 30 seconds, you'll automatically return to the field. The play that was last showing in the Playbook is the play that you will run.

Playing the Offense

It's time for action! Press Button 1 to snap the ball.



Pass Play

Use the D-Button to fade back the quarterback while looking for your receiver. If your selected receiver is not open, press Button 2 to select another one. At the right moment, press Button 1 to pass. With skill, the receiver will make the catch. Your control switches to him, and you can run him up the field.



Strategy: After passing, quickly press Button 2 to take control of the receiver before the catch. By doing this (and with skill) you can position him under the ball to guarantee the catch.

If the receiver doesn't make the catch, one of these occurs:

- **Incomplete:** The ball falls to the field.
- **Interception:** The defense catches the ball.
- **Tip:** The ball flies into the air. Another player (offense or defense) may catch it. If there's no catch, the result is an Incomplete.

Run Play

After snapping your ball, run your quarterback. He has the option to pass until he crosses the line of scrimmage. Once he passes, you can quickly take control of a receiver. If the quarterback runs the ball across the line of scrimmage, he can no longer pass.

Hand Offs and Laterals

Choose a running play (running backs are red in the Playbook on screen). Then snap the ball. When the running back crosses the quarterback's path, press Button 1. The quarterback will hand off or lateral to the running back, and you'll begin controlling him. If you press Button 1 any time before or after the cross, the quarterback will throw to the running back.

Punt and Field Goal

A punt is run like a regular play, except that the quarterback is replaced by the punter. At the snap (and before the punter kicks), press the D-Button to control the distance and angle of the ball.

- Press toward the goal line for a longer kick.
- Press away from the goal line for a shorter kick.
- Press up or down to angle the ball in either direction.

When the offense punts, the defense automatically goes into punt defense formation, with one player back for the return.

On a field goal, the kicker attempts to kick the ball through the goal post. You can control the ball's angle and distance with the D-Button just as you do for a punt.

Safety and Touchbacks

A safety occurs when you put the ball in your own end zone and are tackled there. The result is two points for the defense and a change of ball possession. The team charged with the safety kicks to the opposing team from the 20-yard line.

A touchback occurs when you catch the opponent's ball in your own end zone, and are tackled there. You are now in possession on your own 20-yard line.

Extra Point

An extra point attempt automatically follows a touchdown, with the offense lining up for the kick. You can control the ball with the D-Button, just as you do for a punt or field goal.

Change of Possession

When the offense is intercepted, kicks, or punts, ball possession passes to the other team. The player whose team receives the ball will automatically control the ball carrier. The player losing the ball can press Button 1 to take control of the man nearest the ball carrier.

Running Your Defense



Before the offense snaps the ball, you can switch your controlled man. Press Button 2 to cycle through your players. Knowing your plays will come in handy here, as you can quickly gain control of your best man.

After the snap, watch your defensive line work! As soon as the offense passes, press Button 1 to gain control of your man nearest the ball carrier.

Stat Screen



The Stat screen appears after every score, at the end of each quarter, and at the two-minute warning. (Listen for the warning shot near the end of each half, signalling two minutes left to play.) Check your stats, then press Button 1 to return to the game. At the beginning of the

second and fourth quarters, play resumes at the line of scrimmage. At the beginning of the third quarter, play resumes with a kickoff from the 35-yard line.

Scoring

Touchdown:	6 points
Field goal:	3 points
Extra point:	1 point
Safety:	2 points for the defense

Position Strengths

A team's players have different characteristics, depending on their position. It's a good idea to learn and remember their strengths.

- The receiver is the fastest player on offense.
- Defensive backs are the fastest players once the receiver catches the ball.
- Linemen are the strongest players, but they're not very fast.

Team Strengths

Some teams are excellent at pass plays. Others are best at running plays. Each team's particular repertoire will contain most (but not all) of the plays in the Playbook.

You'll want to know what your team can do before the opening kickoff. Play some Beginner games to learn your own tactics and scout out the opposition. Then go for the tougher challenges of Normal and Professional games.

Joe Knows

- Quarterbacks are most accurate at shorter passes. The farther you are from your receiver, the more chance you have of throwing wide.
- Snap early to catch the defense off guard. If you wait, your opponent has a chance to switch control of his player.

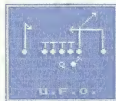
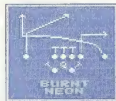
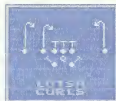
Playbook

No two teams have identically the same Playbooks. That's why it's important to know your team and study your plays.

Your Offense- Running Plays



Your Offense- Passing Plays



Passing Plays (continued)



Your Defense



Joe's Football Lexicon

Down: A chance for the offense to gain yardage. The offense has four downs to advance the ball ten yards toward the opponent's goal line. In order to keep the ball, the offense must either score or gain at least ten yards by the end of the fourth down.

First Down: The offense's first play after the kickoff. Whenever the offense gains ten yards, it earns another first down.

Line of Scrimmage: Where the teams square off to begin each play and determined by where the ball rested at the end of the last play.

Safety: Taking your own ball into your end zone and being tackled there. Results in change of possession and two points for your opponent.

Time Out: Called by either team at the end of a play to allow for a quick strategy session. The clock stops during a time out.

Touchback: Gaining possession of the opponent's ball in your end zone and being tackled there. Results in your team getting a first down at the 20-yard line.

Scorebook

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Handling Your Cartridge

- The Sega Master System Cartridge is intended exclusively for the Sega Master System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Master System Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA MASTER SYSTEM CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Master System Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
